

Retrogaming Times

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Welcome to Retrogaming Times!

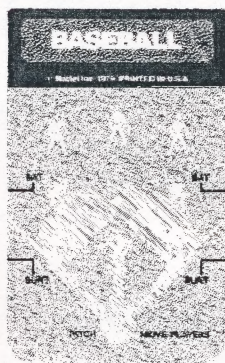
Welcome to the 1/2 issue of Retrogaming Times! This is to introduce you to the online newsletter I do about classic video games. It is my humble way of giving something back to the community. This version is a "lite" version of the real thing. I will do a few of the regular articles that you will find each month. I will also do some specific articles for the show. Hope you enjoy it!

A Short History on Overlays

Anyone who collects Intellivision games is quite familiar with overlays. Without them, playing games like Baseball would be very tough. But did you know where overlays got their start and how far reaching they actually are? Well, here is a quick history lesson on the often overlooked overlay.

The first overlays were used on the very first video game machine, the Odyssey 1, way back in 1972. They were used to put over the television screen, so you could figure out what was happening. Think of them as a predecessor of the overlays for the Vectrex.

The first system to use controller overlays was the Intellivision. This enabled the games to be more complex and offer more choices than the typical one button offered on the Atari. But it also made



the games more confusing and turned off some users. But the Intellivision wasn't the only one to use controller

overlays! Probably the next most known one was the Colecovision. While the majority of the games offered for the Colecovision didn't use overlays, the ones that did made good use of them. From the sports series with the hard overlays to the soft overlays used on games like Mousetrap and Fortune Builder.

One system that offered overlays that weren't really necessary was the Atari 5200. Most of the early games featured them and many like Pacman had no need for them. These were among the most boring overlays. At least the Intellivision and Colecovision offered colorful and decorative overlays, while the 5200 had boring, blue overlays.

Even the mighty Atari 2600 used overlays, but to a much lesser degree. The first overlay was for Star Raiders and it fit over the special controller. There were also overlays made for the Sesame Street games, also to fit over a special controller. Lastly, there was a very unique overlay that was made for Star Trek.

Overlays were also used with the Emerson Arcadia, Bally (with the Basic) and one could argue that the Microvision carts were overlays! Your quick lesson!

August 1999

Special 1/2 issue!

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- Tomorrow's Heroes
- [Http://tomheroes.com](http://tomheroes.com)
- New issue of Retro-gaming Times on the 20th of each month.
- Hundreds of classic games available for sale, for Atari, Coleco, Intellivision, Odyssey and Nintendo!

Use these pages to get the autographs from all the great guests at this show!
This page is sponsored by Classic Gamer Magazine!
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Autographs

Another page for collecting autographs!

This page sponsored by the Classic Game Nexus, the starting point for all classic gamers!

The Classic Game Nexus can be found at <http://fly.hiwaay.net/~lkseitz/cvg/nexus/>

Enjoy the show.
Fred has been playing games for
over 20 years and actively collect-
ing them for almost 10. He lives in
Denver, PA with his understand-
ing wife Jason and his 3 year-old,
button-loving son, Max. Fred is a
regular contributor to Retrogaming
Times.

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some of these things that we en-
joy so much. You're making con-
tacts with other people from
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have a similar set of interests as
you. And your getting to see some
of the newest enhancements to
our hobby. Isn't it great?

As you take in the sights and
sounds around you, remember

years of the CGE, I'd ask you to
take a moment and reflect on your
good fortune of being there. Hun-
dreds of thousands of fellow
classic game fans, players and
collectors are at home right now
reading of your opportunity to sit
in the same show. Many are at home
because of finances, personal
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and dropped an apple on his com-
rades. The creature saved my
life! I was touched by the act of
heroism and went over to shake
his hand. When I tried to show
my gratitude, he turned and killed
me. The evil little bugger raped
me! So I did the only noble thing
I could do, I went back and shot
an energy ball into his evil little
puss. Man, do I hate traitors.

"The creature saved my
life!"

I was playing the classic arcade
game, Mr. Do when something
strange happened. No, not the
disk, as first never happens
to me. My wife is the one who
always gets the diamonds (she
has collected more of those than
I do). As Gabor, I was at the top
of the screen and things were
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Conclusion
I hope you enjoyed this little issue of Retrogaming Times. This is just a small sample of the unique and interesting informa-
tion you will find every month in the newsletter. If you have never taken the time to read it, please check it out. It is fun
and we try to emphasize the fun of collecting and playing classic games. If you have been a regular reader, we
thank you! Please let us know what you would like to see added and we will do the best to do that. The newsletter is
for everyone and we do our best to give the readers what they want.
We hope you enjoy the show and feel free to say hello! I am always willing to talk classic games, whether it be console,
arcade or emulation. Thanks for taking the time to read this and hope you are able to fill up the autograph pages we pro-
vide. How do you enjoy these games? I will be the one playing Crazy Climber.
Tom Saba

Remember Those Left Behind

By Fred Wagaman

As you enjoy the sights and sounds of the CGE, I'd ask you to take a moment and reflect on your good fortune of being there. Hundreds, nay, thousands of fellow classic game fans, players and collectors are at home right now jealous of your opportunity to attend this show. Many are at home because of finances, personal matters or travel constraints.

You're getting to see some of the rarest and finest things in the

world of classic gaming. You're getting the chance to meet some of the people that have given you years of enjoyment. Without their involvement, there would not be some of these things that we enjoy so much. You're making contacts with other people from around the country and world that have a similar set of interests as you. And your getting to see some of the newest enhancements to our hobby. Isn't it great?

As you take in the sights and sounds around you, remember,

we're still back at home. And we're raiding your favorite hunting grounds even as you read this. Enjoy the show.

Fred has been playing games for over 20 years and actively collecting them for almost 10. He lives in Denver, PA with his understanding wife Jennie and his 3 year-old, button-loving son, Max. Fred is a regular contributor to Retrogaming Times.

I Was Dooped!

"I was playing the classic arcade game, Mr Do when something strange happened. No, not the diamond, as that never happens to me. My wife is the one who always gets the diamonds (she has collected more of those than Zsa Zsa Gabor). I was at the top of the screen and things were looking hopeless when suddenly one of the enemies turned around

"The creature saved my life!"

and dropped an apple on his comrades. The creature saved my life! I was touched by the act of heroism and went over to shake his hand. When I tried to show my gratitude, he turned and killed me. The evil little bugged zapped me! So I did the only noble thing I could do, I went back and shot an energy ball into his evil little puss. Man, do I hate traitors.

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We hope you enjoy the show and feel free to say hello! I am always willing to talk classic games, whether it be consoles, arcades or emulation. Thanks for taking the time to read this and hope you are able to fill up the autograph pages we provided! Now go and enjoy those games! I will be the one playing Crazy Climber!

Tom Zjaba